

Fig. 1

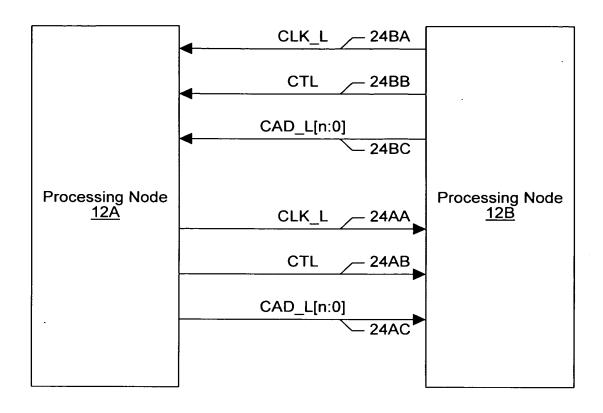


Fig. 2

Bit Time	7	6	5	4	3	2	1	0
1					CMD	[5:0]		
2								
3								
4								

Fig. 3

Bit Time	7	6	5	4	3	2	1	0	
1		Unit :0]		CMD[5:0]					
2	D	estNoc [2:0]	le	DestUnit SrcNode[2:0				2:0]	
3				SrcTag[4:0]					
4									
5				Addr	[15:8]				
6		Addr[23:16]							
7		Addr[31:24]							
8	Addr[39:32]								

Fig. 4

Bit Time	7	6	5	4	3	2	1	0	
1	li	Unit :0]		CMD[5:0]					
2	DestNode [2:0]			tUnit :0]	Sro	SrcNode[2:0]			
3					Sı	cTag[4	:O]		
4	Sh								

Fig. 5

Bit Time	7	6	5	4	3	2	1	0
1				Data	[7:0]			
2				Data	[15:8]			
3				Data[2	23:16]			
4				Data[31:24]			
5				Data[3	39:32]			
6		Data[47:40]						
7		Data[55:48]						
8		Data[63:56]						

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Fig. 6

CMD Code	VChan	Command	Packet Type
000000		Nop	· Info
000001	NPC	VicBlk	Command/Data
000010		Reserved	
000011	NPC	ValidateBlk	Command
000100	NPC	RdBlk	Command
000101	NPC	RdBlkS	Command
000110	NPC	RdBlkMod	Command
000111	NPC	ChangetoDirty	Command
x01xxx	NPC or PC	WrSized	Command/Data
01xxxx	NPC	ReadSized	Command
100xxx		Reserved	
110000	R	RdResponse	Response/Data
110001	R	ProbeResp	Response
110010	R	TgtStart	Response
110011	R	TgtDone	Response
110100	R	SrcDone	Response
110101	R	MemCancel	Response
11011x		Reserved	
11100x	Р	Probe	Command
111010	Р	Broadcast	Command
111011		Reserved	
11110x		Reserved	
111110		Reserved	
111111	-	Sync	Info

Fig. 7

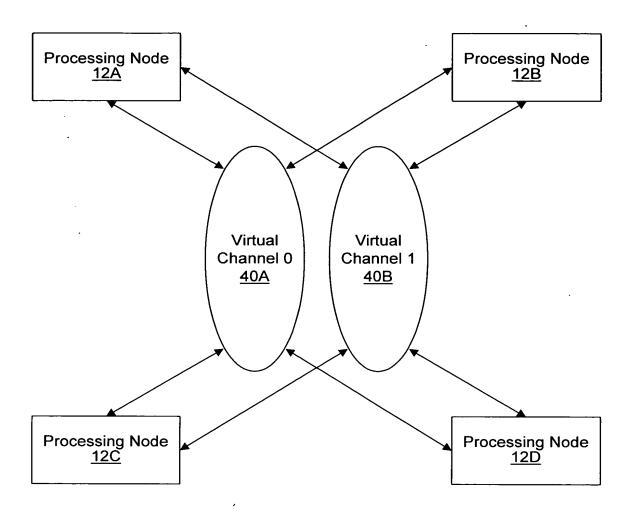


Fig. 8

Virtual Channels

<u>Virtual Channel</u>	Applicable Links
Posted Commands	Coherent and NonCoherent
Non-Posted Commands	Coherent and NonCoherent
Responses	Coherent and NonCoherent
Probes	Coherent Only

Fig. 9

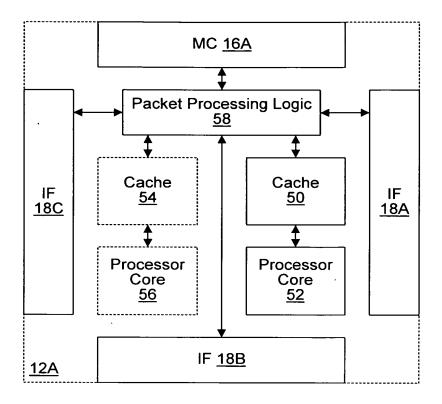
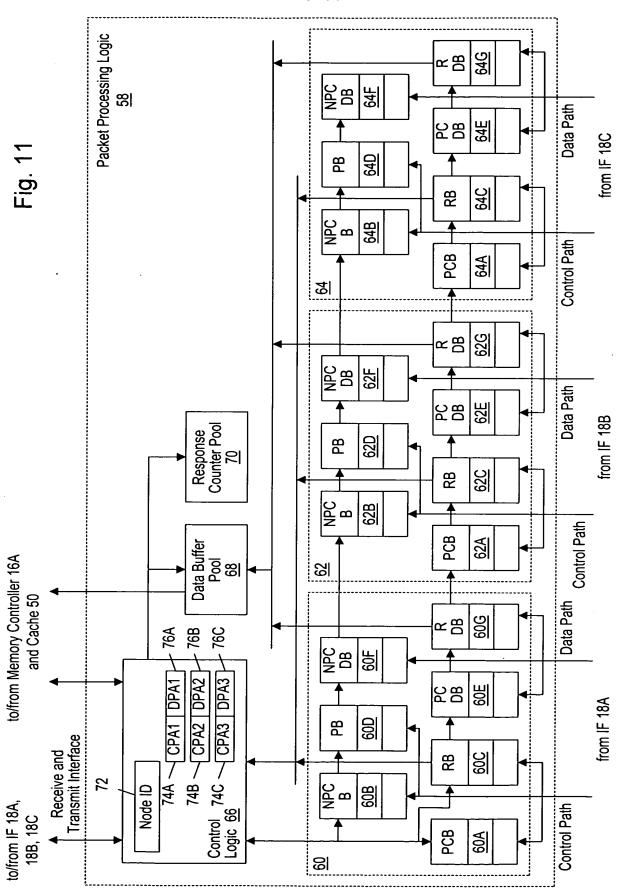


Fig. 10



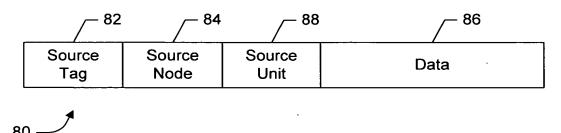
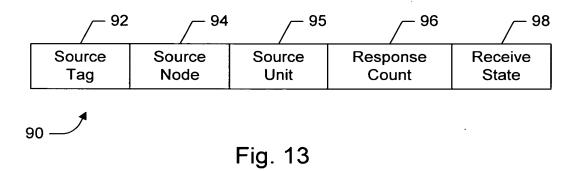
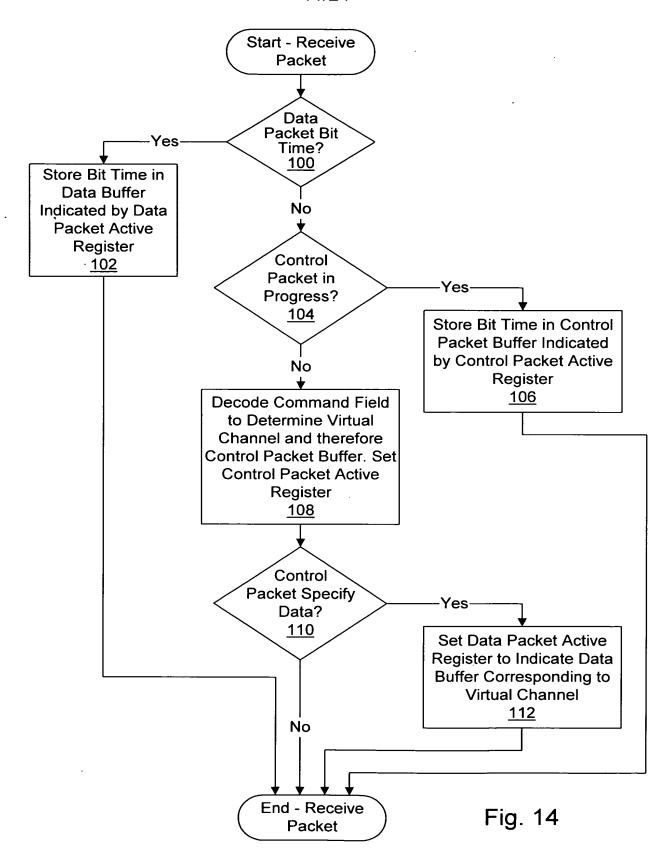
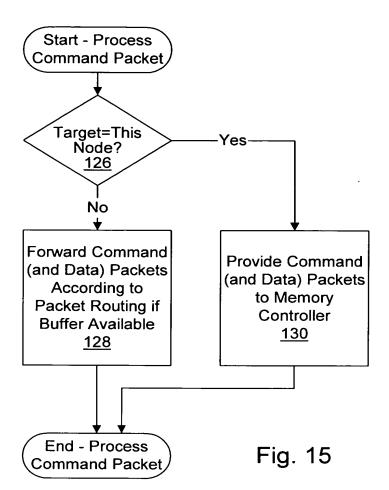
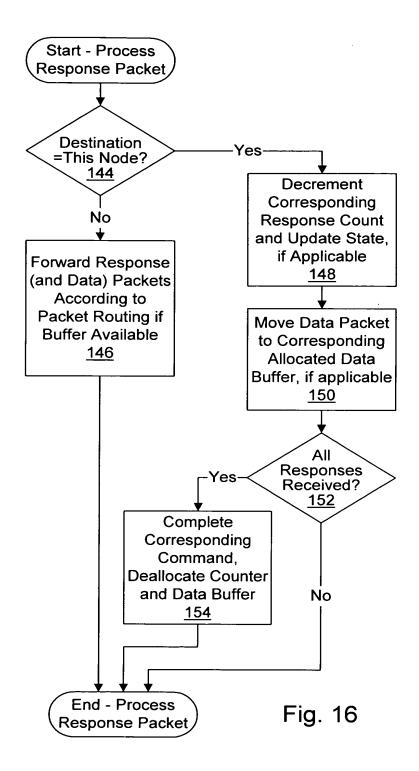


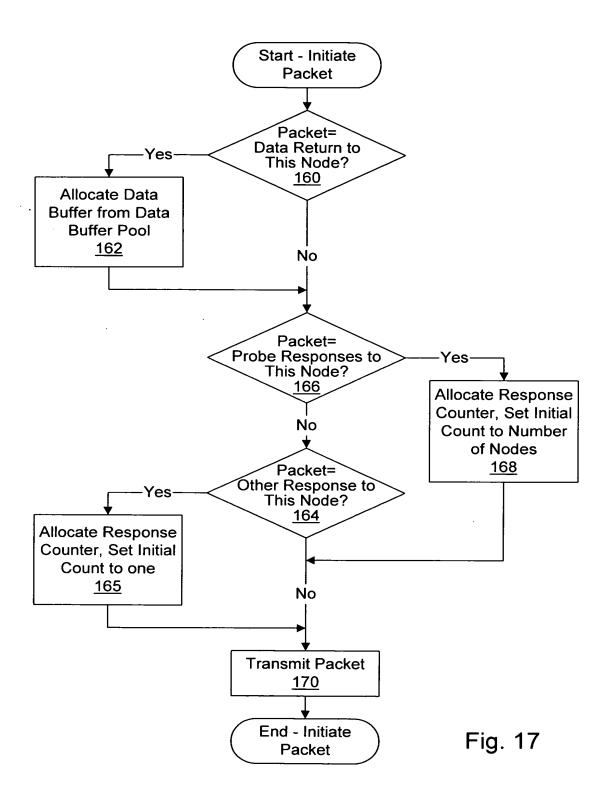
Fig. 12





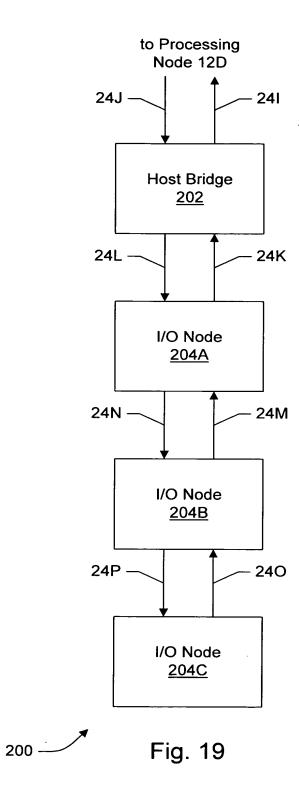






Bit Time	7	6	5	4	3	2	1	0		
1	RS	SV			СМЕ)[5:0]	·			
2		RespData [1:0]		Response [1:0]		Cmd [1:0]	Post [1	Cmd :0]		
3	RS	RSV		Probe NonPost [1:0] Data[1:0]				NonPost Cmd[1:0]		
4	RSV									

Fig. 18



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CMD Code	<u>VChan</u>	Command	Packet Type
000000		Nop	Info
000001		Reserved	
000010	NPC	Flush	Command
000011		Reserved	
0001xx		Reserved	
x01xxx	NPC or PC	WrSized	Command/Data
01xxxx	NPC	ReadSized	Command
100xxx		Reserved	
110000	R	RdResponse	Response/Data
110001		Reserved	
110010		Reserved	
110011	R	TgtDone	Response
11010x		Reserved	
110110		Reserved	
110111	R	AssignAck	Response
11100x		Reserved	
111010	PC	Broadcast	Command
111011		Reserved	
11110x		Reserved	
111110	-	Assign	Info
111111	-	Sync	Info

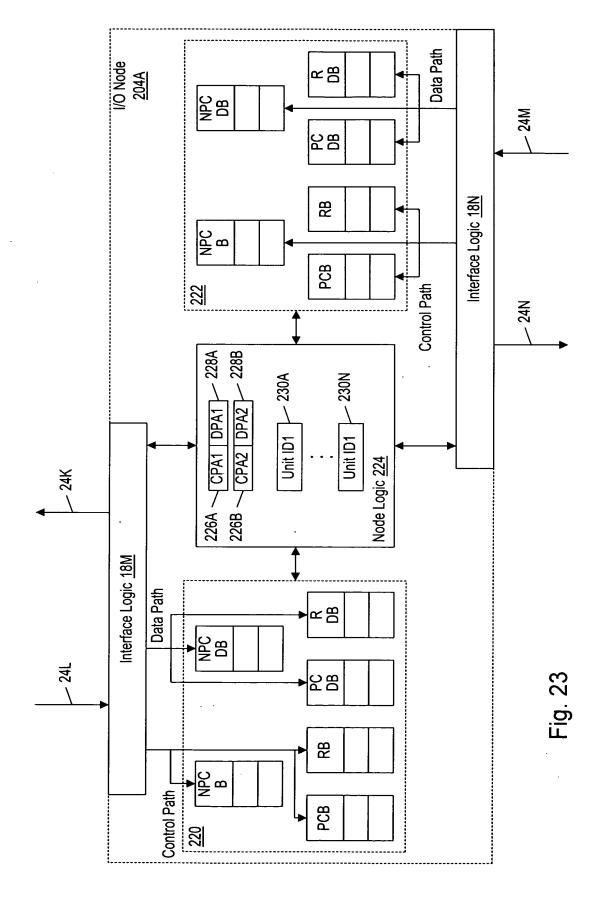
Fig. 20

Bit Time	7	6	5	4	3	2	1	0
1	Seql	D[3:2]			CMD	[5:0]		
2	Pass PW	SeqII	D[1:0]	UnitID[4:0]				
3				SrcTag[4:0]				
4		,						
5				Addr[[15:8]			
6		Addr[23:16]						
7		Addr[31:24]						
8	Addr[39:32]							

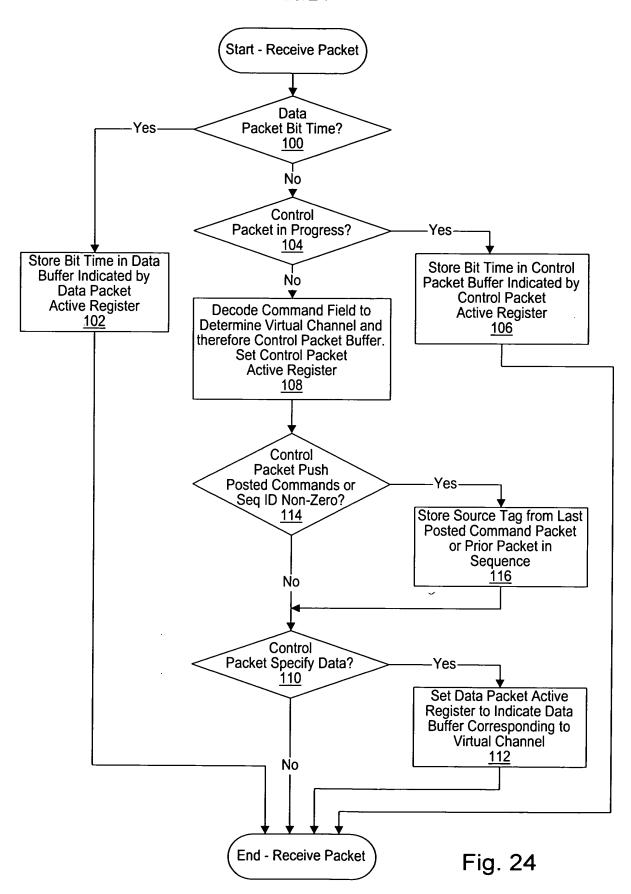
Fig. 21

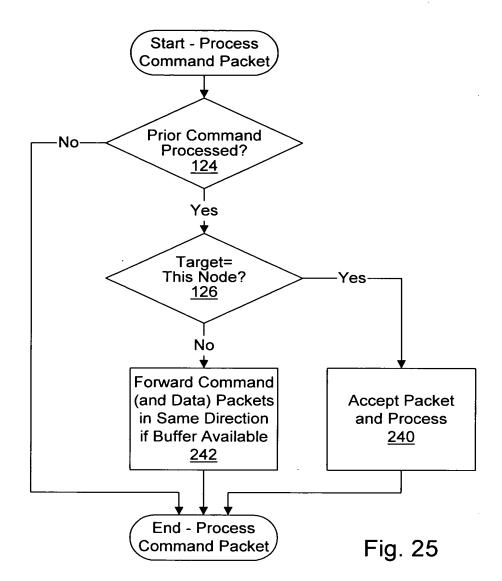
Bit Time	7	6	5	4	3	2	1	0
1	,				CMD	[5:0]		
2	Pass PW				Uı	nitID[4:	0]	
3					Sr	cTag[4	:0]	
4							V	

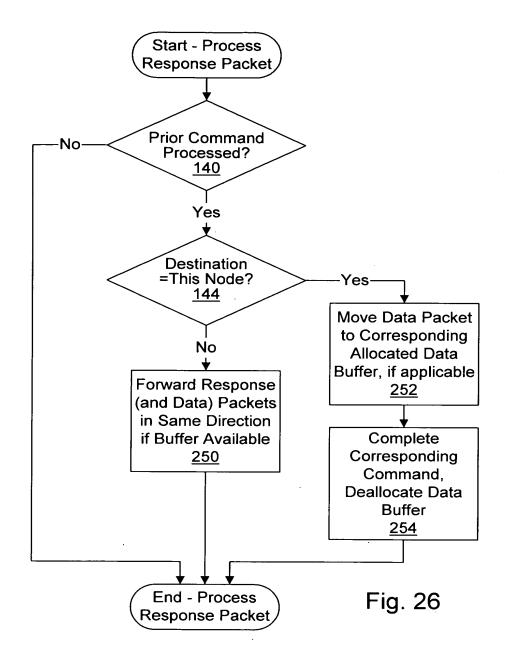
Fig. 22

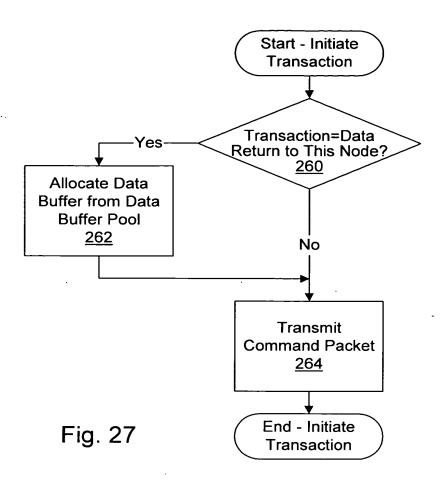












272	First Command (CMD ₁)	Second Command (CMD ₂)	Wait Requirements
274	Memory Write	Memory Write	1. CMD ₂ waits for TgtStart ₁ 2. SrcDone ₂ waits for TgtDone ₁ 3. TgtDone ₂ on Noncoherent Link waits for TgtDone ₁ on Coherent Link
	Memory Write	Memory Read	 1. CMD₂ waits for TgtStart₁ 2. RdResponse₂ on Noncoherent Link waits for TgtDone₁ on Coherent Link
	Memory Read	Any Memory	CMD ₂ waits for TgtStart ₁
	Memory Write	I/O or Interrupt	CMD ₂ waits for TgtDone ₁
	Memory Read	Any I/O	CMD ₂ waits for TgtStart ₁
	Memory Write	Flush	TgtDone ₂ on the Noncoherent Link waits for TgtDone ₁ on the Coherent Link
	Memory Write	Response	Response ₂ waits for TgtDone ₁
	Memory Read	Response	Response ₂ waits for TgtStart ₁
	Any I/O	Any Memory, any I/O, or Interrupt	CMD ₂ waits for TgtStart ₁
	Any I/O	Flush	TgtDone ₂ on the Noncoherent Link waits for TgtStart ₁ on the Coherent Link
	Any I/O	Response	Response ₂ waits for TgtStart ₁
	Interrupt Broadcast, Low Priority	Interrupt Broadcast	CMD ₂ waits for RdResponse ₁
	SysMgt Write	Response	Response ₂ waits for TgtDone ₁



Fig. 28